

“Method for determining reflections in an area”.

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ABSTRACT

5 The present invention refers to a method for determining reflections in complex environments, by means of ray tracing.

For ray tracing it is necessary to determine the region of visibility between at least a first reflector and a second reflector by means of the following phases: representing said first and second reflector in a system of coordinates (x, y, z) ; said method is characterised in that it further
10 comprises the phases of: carrying out an affine transformation of said system of coordinates (x, y, z) ; determining the region of visibility of said second reflector in relation to said first reflector as the set of the parameters of the straight lines that link a generic point of said first reflector with a generic point of said second reflector. (Fig. 2).